MindDrive™

User's Manual

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Our history as human beings on this planet has been a history of continually using and developing our minds to enhance our civilizations, sciences and cultures.

But up to this point in time, almost everything we think or do must first be transferred to and through our hands, legs, words, and the machines we build.

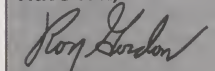
The idea of directly using our minds to control actions and activities outside of our own bodies has always fascinated, and captured our imaginations.

Now, following seven years of research and development, we are introducing the MindDrive.

The MindDrive is a first step that could lead to directly using our minds in an all new way, and for all new purposes.

You are now a pioneer in a most exciting continuing journey: The ongoing advancement of the Human Mind. We at The Other 90% Technologies, Inc. consider you a partner in this journey, and are committed to supporting your MindDrive experiences in every way we can.

Have fun,



Ron Gordon
President, The Other 90% Technologies, Inc.

MINDDRIVE™ APPLICATIONS — Current and Future

We have chosen entertainment and education as the initial applications for the MindDrive. Our idea is for you to learn to use your mind in a new way, and to have fun at the same time.

Beyond the current MindDrive applications, there are many exciting and unique programs now in development. Yes, there will be more games (see brochure located in the **MindSkier** package), but we will be placing great emphasis on the new peak performance and educational skills applications.

In the near future, you will be able to use your **MindDrive** on the Internet, direct interactive movies, and control virtual reality environments with your mind. We are also working on a first vocabulary of six words that you will think, and the **MindDrive** will display your word on-screen or execute that command.

As you begin to use the various **MindDrive** programs and games, remember that you are learning a new skill and, like any new skill, you will improve with practice.

THE MINDDRIVE™ TECHNOLOGY How Do You Control a Computer with Your Mind?

Please raise one of your fingers in the air in front of you. Now bend it halfway.

How did you do that?

Well, you probably learned how to do that when you were just a few days old. As a baby, you sent a thought signal command from your mind to your finger. Something happened, but you didn't quite know what. After some trial and error, you eventually learned how to move your finger properly. Later, as you began sending thought commands to your legs and other body parts, you learned how to walk, dance, talk, and so on.

Just as when we send a command to move our fingers, we can also generate various thoughts and emotions that produce bio-electric signals which can be precisely measured through our fingertips.

Different mental activities – remembering, relaxing, analyzing, positive and negative thoughts, left and right brain functions – all generate different bio-electric patterns.

Because these signals are read through the skin, the **MindDrive** does not require costly or impractical equipment. Using a small

sensor that fits easily onto any finger, the **MindDrive** reads and instantly transmits your signals to a standard personal computer.

Then, the patented **MindDrive** programs on the PC analyze the unique signal patterns and provide an ongoing indication of the type, size, and emotional quality of your thoughts — translating them into a myriad of software application commands.

The **MindDrive** is thus unique in its ability to read, decipher, and translate information produced by our thoughts — through so simple an interface.

With the **MindDrive**, you will quickly learn how to send commands from your thoughts to directly make things happen and change — without moving a muscle.

Your thought control skills will improve with practice as you enjoy playing the games.

I. System Requirements

In order to run the **MindDrive** properly, you need the following system requirements:

- An IBM® PC or 100% compatible computer
- A 486 or higher CPU (486DX with certain programs)
- Windows™ 3.1 or higher
- MS DOS™ 5.0 or higher
- One available 9-pin serial port
- A Microsoft® mouse or 100% compatible pointing device
- A CD ROM drive
- A SoundBlaster™ or 100% compatible sound card

MindSkier™ Requirements

- 512K of free conventional memory
- 4MB RAM (8MB recommended)

II. Inventory

You will find the following materials in this **MindDrive** package:

- One **MindDrive** Microconsole
- One MindDrive Finger Sensor with cord
- One AC Power Adapter
- One Serial Port Cable
- One **MindDrive Tutorial CD ROM**

You will also find a registration card and a warranty in this manual. Please fill out and send your registration card to receive full product support.

III. Connecting the MindDrive™ to Your Computer

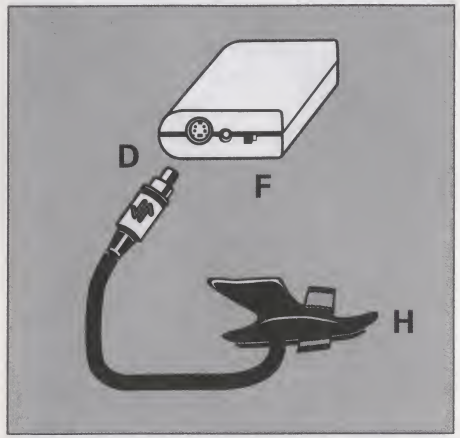
1. Turn off your computer.

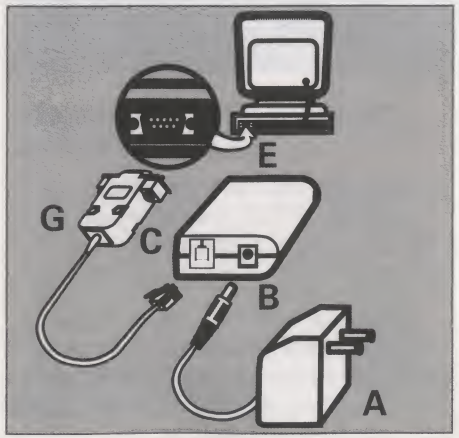
2. Insert the small jack end of the AC power adapter (**A**) into the back of the **MindDrive** microconsole (**B**) into the hole marked **DC PWR**.

3. Insert the other end of the AC power adapter into an electrical outlet. (120 volts)

4. Attach the RJ–11 plug of the serial cable (**G**) into the RJ–11 jack on the back of your **MindDrive** microconsole (**C**).

5. Attach the **MindDrive** Finger Sensor Cable (**H**) into the front of the **MindDrive** microconsole (**D**).





6. Attach the nine-pin connection end of the serial cable (**G**) into a free serial port of your computer (**E**).

7. Turn on the **MindDrive** by shifting the switch on the front of the unit to the **ON** position (**F**). A red light appears lit if the MindDrive is receiving power properly.

8. Turn on your computer after everything is properly attached.

9. Install the **MindDrive** Tutorial (see below).

NOTE: Do not plug your RJ–11 cable into your telephone.

IV. The MindDrive™ Tutorial CD

This special CD is the first and most important tool for helping you get started with the **MindDrive**. Don't begin using the **MindDrive** before running the **MindDrive Tutorial**. The tutorial will explain:

- How to successfully operate the **MindDrive**
- The best ways to utilize your thoughts
- Fascinating information about this cutting-edge technology

So go ahead, take out your **MindDrive Tutorial CD** right now and let the adventure begin...

V. Installing the MindDrive™ Tutorial

1. Turn on your PC.

2. Put the **MindDrive** Tutorial CD in your CD ROM drive (usually D:) with the label side up.

3. **If you are using Windows 3.1:**

   a. Launch the File Manager.(Usually found in the **Main** program group in your **Program Manager**.)

   b. Select your CD ROM drive.

   c. Double click the **Mind3.1** folder.

   d. Double click on file named **install.exe.**

   e. Follow the on-screen instructions.

4. **If you are using Windows 95:**

   a. Go to your **Windows Explorer** (To access Windows Explorer, click **Start**, click **Programs**, click **Windows Explorer**.)

   b. Double click your CD ROM drive.

   c. Double click the **Mind95** folder.

   d. Double click the **install.exe**.

   e. Follow the on-screen instructions.

5. **Running the Tutorial:**

   a. Return to the Tutorial directory (either **Mind3.1** or **Mind95**).

   b. Double-click **Tutorial.exe**.

Important: Changing your directory name or program file names will prevent the program from running properly. If you need to move the program to another directory, you must reinstall it from the CD.

Running ThoughtWaves™:

Within the Tutorial, you will be able to run **ThoughtWaves,** a simple program allowing you to test your thought skills. If you are not in Windows, you can run **ThoughtWaves** from DOS by typing **thwave** from the same directory in which you installed the **MindDrive Tutorial.**

VI. Your Finger Sensor

Because the **MindDrive** Finger Sensor is the only connection between your thoughts and the **MindDrive**, attaching it properly is crucial for successful performance.

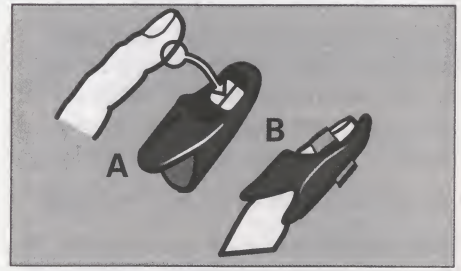
To wear the Finger Sensor correctly, insert any finger into the black plastic sleeve. The center of your fingertip (the rounded, bulbous area) should rest lightly on the gold sensor (**A**).

Adjust the Velcro® strap, with the sensor on just tightly enough to prevent it from slipping off or moving around your finger (**B**). The more lightly your skin touches the sensor, the better your results. The sensor may feel tighter after prolonged use, so you may wish to loosen it as you continue to play.

While the sensor can be worn on any finger, we recommend the middle three fingers of your left hand. Since some programs require use of the arrow keys (located on the right side of the keyboard), you may wish to have your right hand free to press them.

The **MindDrive** Finger Sensor is just that – a sensor. It receives signals sent from your thoughts, deciphers and interprets these signals, and then translates them into on – screen computer commands.

Because the Finger Sensor is only a receiving device, it does not send any information or communications into your body.



Four Important Tips for Using Your Finger Sensor

1. Keep the sensor loose. A tight-fitting sensor reduces the **MindDrive's** sensitivity and responsiveness to your thoughts. If you can feel a pulse in your finger, your sensor is strapped on too tightly.

2. Don't squeeze the sensor with your fingertip. This kind of action sends enormous signal surges to the **MindDrive**, causing it to ignore smaller,

more subtle instruction signals from your thoughts. Also, don't press the sensor against other surfaces (such as your leg, chair, or table).

3. Relax your muscles — especially in your shoulders and arms. Relaxing your muscles is the key to successful control. Muscle tension restricts the finer thought-directed signals necessary for controlling the **MindDrive** accurately.

4. Avoid abrupt hand or body movements. Jerking your hand or bumping the sensor will cause diminished control for a few seconds.

VII. General Principles of Control

In operating many **MindDrive** products, you will move on-screen objects and images with nothing more than your own thoughts. This is a unique experience for each individual and there are no hard rules.

Like learning to ride a bicycle, **MindDrive** control cannot be explained simply or logically. This new skill must be experienced and felt. Here are some suggestions that may be of help to you:

How do you initiate an action in your head to help you turn left?

Most of us are familiar with the concept of "left brain/right brain." In actuality, "left brain" and "right brain" are primarily labels for different types of thought activities.

Moving an on-screen object to the left:

To turn left with the **MindDrive**, increase your "left brain" or "left side" thought activity. This could mean thinking left, saying the actual words "left, left, left" quickly in your head, looking left, or even leaning left.

It's not the actual words that cause the desired movement, but rather the type and level of activity of your thoughts.

Ultimately, once you get the hang of it, using your mind in this way can become as intuitive as riding a bike — or walking. Eventually you will be able to move on-screen objects automatically with just your thoughts... using little or no effort!

Moving an on-screen object to the right:

Unlike "left thoughts," which are more activated, amplified thought activities, moving images to the right is more of a relaxed thought activity. So, do not use words; instead, relax into "right side" thoughts. You could visualize the images moving to the right, look right, or even lean right.

Moving an on-screen object up:

Moving on-screen images up is a process of activating or energizing your thoughts. Raise your thoughts and try quickly repeating words in your head like "up, up, up," looking up, or even lifting your head up. Again, you won't need these tricks for long — your movement will begin to happen naturally.

Moving an on-screen object down:

Lower your thoughts, as downward movement calls for a relaxed thought activity. Look down, drop your head down, or even try lowering your visual thoughts downward.

Using your eyes and body:

In the beginning, using the physical cues described above, such as moving your eyes and/or body, can provide cues to your mind, helping you to improve your **MindDrive** performance more quickly.

TIP: While using body movement may initially help you get started, don't let it become a habit. Large body movements and tension can actually inhibit your ability to use the **MindDrive** properly.

The **MindDrive** works differently for different people... and at different times of the

day. Some methods for controlling the **MindDrive** are more successful for some people than for others. Experiment to see what works best for you.

VIII. MindDrive™ Setting Adjustments

The **MindDrive** is a sensitive device, responding to a variety of signals produced by your thoughts, emotional states, and physical reactions. Since everyone's physiology is unique, different people respond differently to the **MindDrive**.

Therefore, for best performance, **MindDrive** Sensitivity Settings may need to be adjusted for each person.

Before adjusting anything, always try using the **MindDrive's** default settings. Once you wish to change settings, you have the following two options:

1. Thought Signal Sensitivity
2. Game Play Sensitivity

You should always try adjusting Thought Signal Sensitivity and test it before adjusting Game Play Sensitivity.

Thought Signal Sensitivity

Like a gas pedal — or a stereo volume control — Thought Signal Sensitivity adjusts the amplification as well as the frequency filtering of your thought signals in the **MindDrive**.

It is perfectly natural for various people to have entirely different signal strengths and signal patterns. This has nothing to do with one's mental abilities or intelligence.

Since some people generate lower frequency patterns than others, they may wish to raise their Thought Signal Sensitivity setting. This allows the **MindDrive** to respond to their thoughts more easily. Some **MindDrive** users, on the other hand, generate higher frequency patterns and may wish to lower the Thought Signal Sensitivity to enable the **MindDrive** to read the signals more clearly.

You may generate signals of different strengths and patterns throughout the day — thus, different Thought Signal Sensitivity settings may work better for you at different times of the day.

Game Play Sensitivity

This setting changes the speed at which on-screen objects react to the **MindDrive**. For example, increasing the Game Play Sensitivity for the Slalom section of **MindSkier** allows you to move the Skier more quickly left and right.

In the Downhill section, on the other hand, where speed is more important than turning, you may prefer to reduce your Game Play Sensitivity — allowing you more ability to "hold" your skiing line. Decreasing the Game Play Sensitivity setting will help you do this, but it may also reduce your left and right reaction time.

Experiment to discover the Thought Signal Sensitivity and Game Play Sensitivity levels that work best for you.

IX. MindDrive™ Performance and Sensitivity Will Vary - Why?

The reason is simple — YOU CHANGE! Your thought signals are a reflection of those changes. Since thought signals are the **MindDrive's** main source of information, when they change or diminish, so will your ability to generate quality control.

Energy, tension, and water levels are constantly changing in your body. Even the time of day can make a difference. Expect your generated signals to be stronger in the day than evening... and slowly weaken whenever you use the **MindDrive** for an extended period.

Here are some things you can do to improve performance:

1. Change your **MindDrive Settings** to compensate for your naturally occurring signal changes (see "MindDrive Setting Adjustments").

2. Check the tightness of the Velcro® strap. Try loosening it as you play.

3. Change fingers.

4. Wash your hands.

5. Drink water.

6. Take a break. Sometimes the best way to improve performance is simply by resting your thoughts. Return later when you are feeling more refreshed.

X. MindSkier™

To install **MindSkier** on your hard drive, follow these steps:

1. Make sure the **MindDrive** is properly connected to your computer.

2. If you are in Windows, exit Windows. Note: Do not use MS DOS prompt in Windows. Windows must be exited completely.

3. Insert the **MindSkier** into your CD-ROM drive.

4. Access your CD-ROM drive. For example, type **D**: and press **Enter**. Substitute your CD-ROM drive letter as needed. For example, if your CD-ROM drive is called **E**: instead of **D**: you would type **E**: and press **Enter**.

5. Type **install** and press **Enter**.

6. An install program will start, asking you where you want to install the program.

7. Follow the on-screen instructions to install **MindSkier** onto your hard drive.

8. A setup program automatically begins. Choose the settings that best fit your system. Make sure your COM port selection is the same COM port to which you connected your **MindDrive**.

To Run MindSkier:

1. Turn on your computer and the **MindDrive**.

2. If you are in Windows, exit Windows. Note: Do not use MS DOS prompt in Windows. Windows must be exited completely.

3. Set your computer to the **MindSkier** directory. (The default directory during installation is **c:\mskier.**)

4. Type **mskier** and press **Enter**. You can bypass the opening sequence by pressing any key.

Consult your MindSkier Quick Reference Card for more information.

XI. The Seven Most Typical Questions — Answered!

While the **MindDrive Tutorial CD** and this manual will help solve many questions, here are some general **MindDrive** questions you may be wondering about:

Question 1: *Will the* ***MindDrive*** *affect my normal thinking ability?*

Answer: Absolutely not. There is nothing dangerous about using the **MindDrive**. As stated before, the **MindDrive** is only able to receive information sent by your thoughts. It is unable to send any information to your mind through the sensor or otherwise.

Question 2: *Why does the* ***MindDrive*** *work better in the morning than at night?*

Answer: MindDrive control may seem better at different times of day for different people. Humans naturally generate more electrical signals at some periods of the day than others. For example, some people generate fewer electrical signals later in the day. This happens because, after an entire day of mental activity, their signal becomes weaker.

Question 3: *Why does the* ***MindDrive*** *become less responsive the longer I use it in one sitting?*

Answer: This is completely normal. Just as it's natural for leg muscles to tire after running a long distance, thought signals can temporarily tire and become less responsive the longer you use the **MindDrive**. Take a break and try again later when you feel more refreshed.

Question 4: *If my signal strength is lower than another individual's, does that mean I am less intelligent than that person?*

Answer: Definitely not. Thought signal strength and intelligence are in no way connected.

Question 5: *What are the most common reasons for poor* ***MindDrive*** *response?*

Answer:

A. Your Finger Sensor is strapped incorrectly or too tightly.

B. You are not relaxed.

C. You may have inadvertently changed your settings.

Question 6: *How tightly should I wear the finger strap?*

Answer: Wear it as loosely fitting as possible (as long as the sensor does not slip off or move around on your finger). Since the strap may become tighter the longer you wear it, keep loosening it as you play.

Question 7*: On which hand should I place the sensor?*

Answer: It does not matter. You can place the Finger Sensor on any finger of either hand. However, we recommend the middle three fingers on your left hand because some games require you to use keys on the right side of the keyboard.

XII. Troubleshooting

A. Getting Started

Question: *Why am I unable to enter my software program?*

Answer: One of several hardware related problems may be happening:

1. COM port

a. Your **MindDrive** serial cable may be plugged into the wrong COM port. Try plugging it into another COM port.

b. During the installation process, you may have selected the wrong COM port. Try re-running the set up program and choosing another COM port. Refer to your **MindSkier** Quick Reference Guide.

c. There could be a COM port conflict. You may experience a problem if another device is using the same COM port as the one you selected for the **MindDrive**. Find a free COM port for your **MindDrive.**

2. Conventional Memory:

Your computer may not have enough conventional memory. Check the free conventional memory and maximize it by using any memory management program.

3. Initialization:

Your **MindDrive** may need to be reinitialized. Turn the **MindDrive** power off and on and restart the software. Or, enter your **MindDrive Settings** screen and click **Reset**.

4. Connection Questions:

Make sure that your **MindDrive** and all its components are plugged into the correct places and that the cables are inserted *all the way*. For example, make sure the Finger Sensor jack connects *all the way* into the **MindDrive** microconsole.

5. Power:

Make sure the **MindDrive** is on. Check to see that the **MindDrive's** red light is lit.

RAM:

Your computer does not have enough free RAM. Check the RAM with any memory management program and compare it with your application's system requirements.

For further solutions, see below under "Software Questions."

B. No MindDrive™ Response

Question: *"Why doesn't anything move on the screen in response to my thoughts?" or "Why do I get a "No Finger Sensor Detected" error?"*

Answer: Some connection may be broken. Check all the connections. Make sure every cable is plugged in as *far as it can go* and into the correct place.

Things to check:

Is the **MindDrive** serial cable plugged into the serial port of your computer?

Is the serial cable plugged into the **MindDrive** microconsole?

Is the AC power supply plugged into the wall? Is the other end plugged into the **MindDrive** microconsole?

Is the **MindDrive** power switch on? (Is the red led light lit?)

Is the Finger Sensor cable plugged *all the way* into the **MindDrive** microconsole?

Question: *The connections are fine but I am still not getting any response.*

Answer: Check your settings. Are they turned all the way down? If so, turn them up. (See "**MindDrive** Setting Adjustments".)

Question: *My settings appear to be adjusted but there is still no response.*

Answer: If there is a **Reset** button on the **MindDrive Settings** screen of your software, click it.

Question: *There is no Reset button on the **MindDrive** Settings screen. Any other ideas?*

Answer: Quit the application. Turn off the **MindDrive.** Wait three seconds. Turn the **MindDrive** back on again. Restart the program.

Question: *I'm still not getting anything...*

Answer: Try a "cold boot." First shut down both your computer and the **MindDrive** microconsole, wait three seconds, then turn them both back on again and reboot your software.

Question: *I am still not getting a response. Is there anything else it could be?*

Answer: Perhaps your finger is not inside the Finger Sensor correctly. Reread the information in this manual on inserting your finger properly. See "Your Finger Sensor". Remember: The rounded, bulbous part of your fingertip should be lightly resting on the gold sensor.

Question: *I have tried everything above, and nothing is moving on my screen. What now?*

Answer: Run the **MindDrive Tutorial CD** found in the MindDrive hardware box. It provides tips about getting a response. If all else fails and you are still receiving no movement on the screen, contact The Other 90% Technical Support at 1 (800) 222-2363.

Please be in front of your computer when you call Technical Support and make sure you have tried all the solutions above.

C. Mouse Questions

Question: *My mouse isn't working. What's wrong?*

Switch to your mouse directory (default is usually **c\:mouse**) and load your mouse driver (**mouse.exe** or **mouse.com**). If these files do not exist on your machine, please consult your vendor for the latest DOS mouse drivers.

Question: *When I use the **MindDrive**, the mouse stops working. What should I do?*

Answer: There may be a COM port conflict. During your software installation and set up process, you have the option of selecting COM port 1 or 2. Try running the set up program, switching the MindDrive to an alternate COM port, and selecting that same port in the program.

Question: *What if I do not have a free COM port for use with the **MindDrive**?*

Answer: If every COM port is occupied by another peripheral such as a mouse or fax modem before you install the **MindDrive**, you will need to free one up. Do this by removing your fax modem card. Reinstall your software after making this change.

If you are running a DOS game, disconnect the mouse and connect the **MindDrive** to that COM port. Use the keyboard to navigate through your options. (Try hitting the **Tab** and **Enter** keys.)

D. Poor MindDrive™ Control

Question: *Why is my **MindDrive** Control less responsive at times?*

Answer: There are a number of different possibilities. First review the **MindDrive Tutorial CD**, then consider the following:

1. Your fingertip may not be touching the sensor. Review the proper way to wear your Finger Sensor in this manual. (See "Your Finger Sensor".)

2. Your finger is strapped into the sleeve too tightly.

3. In various programs, there are setting adjustments for individual users. It could be possible that you are accidentally using someone else's settings.

4. Your settings may need adjustment. The **MindDrive** works differently for different people. If you are encountering poor response after prolonged use, try adjusting the Thought Signal and Game Play Sensitivity settings within the software application. These are accessible from the Main Menu of each individual program.

5. Your signal might be temporarily tired. Your mind is like a muscle — it can become temporarily fatigued after extensive exercise. Try taking a break.

6. The time of day may be affecting you. As we have noted, various human physiologies respond differently at different times of the day. This is perfectly normal, and may explain why your level of thought control varies with each session spent with the **MindDrive**. Try using the **MindDrive** at a different time of day and see what happens.

7. You may be tense. Muscle tension can greatly affect **MindDrive** control. Pay particular attention to keeping your shoulder and arm muscles relaxed.

8. Your sensor may be dirty. Take the tip of a clean pencil eraser and gently remove any dirt. Do not scratch the gold plate or press too hard. It could damage the sensor.

9. Check all your connections. All cables must be properly connected into the correct places and inserted *as far as they will go.* Please review proper installation procedures in this manual.

10. The **MindDrive** may not have registered your signal. Your **MindDrive** needs a few moments to adjust to your signal. At the beginning of a game, relax and wait for the **MindDrive** to compensate. Give it about ten seconds.

E. Software Questions

- Why is the program freezing?
- Why is the program not booting up?
- Why am I getting fatal error messages?

Consider the following solutions:

Memory:

You may need to free up more memory. Consult "System Requirements" in this manual or on the game box. (Most games require 8MB RAM.)

If your computer fits the minimum system requirements, try these tips for freeing up more memory:

1. If it is a Windows application, close all other open applications.

2. You may need to run MS MemMaker to load the system and drivers into high memory, freeing up as much conventional memory as possible. Consult your DOS manual for details.

3. Make sure **himem.sys** and **emm386.exe** are properly loaded into the **config.sys** file on the **c**: drive of your computer. Consult your DOS manual for details.

4. Correctly adjust your **config.sys** and **autoexec.bat** until you free up the necessary memory. Consult your DOS manual for details.

5. Unload any TSR's not currently being used. (Type **unload** in the proper directory.)

6. Disable your sound card. Consult your sound card manual for details.

Windows™:

If you are running a software program through Windows and the program is not designed for Windows, exit Windows. Do not use the Windows MS DOS Prompt. Launch the program through DOS instead. See your specific software's installation instructions for details.

Connection:

Your **MindDrive** may not be turned on or a cable is not properly connected. If so:

1. Make sure the **MindDrive** is turned on. If the **MindDrive** is off, the program may fail to start, freeze, or display an error message.

2. Make sure the **MindDrive** is properly connected. Consult this manual for proper set up procedures. See the "Connecting the MindDrive to your Computer" section.

Missing Files:

You may have accidentally deleted a file, moved a directory, or renamed a necessary file. If so, reinstall the particular software program you are using to ensure that all important files are present in the designated directory. See your software installation instructions.

Speed:

Your computer may not be fast enough to run the software. Consult the "System Requirements" section of your software manual or the box.

Lacking Math Co-Processor:

Do you have a math co-processor if one is required? Consult the "System Requirements" of the software application you are using to find out if the software requires a math co-processor. (SX-25 and SX-50 computers do not have math co-processors.)

For more possible solutions, see above under "Getting Started."

Why Does My Software Seem Slow and/or Erratic?

Is your computer fast enough or utilizing enough memory to run the application? Consult the "Minimum Requirements" section of your manual.

Try the following solutions to improve performance:

- Some applications have a Graphic Detail setting in the **Options** Menu. Have you tried decreasing this setting?
- Have you tried turning off the sound?
- If you are running the program through Windows and the program is not designed for Windows, exit Windows. Launch the program through DOS. (Do not use the MS Dos Prompt from Windows.)
- You may need to free up more memory. See above under "Memory "
- Is your hard drive running slowly? You may need to "defragment" your hard drive. Consult your DOS manual.

F. Sound Questions

Why is there no sound?

1. Make sure your sound card is 100% SoundBlaster™ compatible.

2. Make sure the sound card is connected properly (Consult your sound card manual for details).

3. Run **Setup** and make sure your settings are set correctly.

4. Make sure that all sound driver software, including the **set blaster =** line in the **autoexec.bat**, is set correctly. Have you assigned the correct address to your sound card? (Consult your sound card manual for details.)

5. Make sure you have installed all the necessary drivers for your sound card. (Consult your sound card manual for details.)

6. Make sure your speakers are on, plugged in correctly, and the volume is adjusted to an audible level.

G. On-Screen Messages

Here are some error messages you may encounter and suggested ways to handle them:

1. **MindDrive is not responding**. Make sure the **MindDrive** is on and connected properly. Click the **Reset** button. If your program does not have a **Reset** button simply try turning the **MindDrive** on and off and restarting the software.

2. **MindDrive Finger Sensor is not connected**. Adjust your finger. Make sure the round part of your fingertip is lightly touching the gold sensor and all cables are connected properly.

3. **MindDrive is not ready**. Check cables and that your COM port settings are specified properly.

4. **Initialization of the MindDrive failed.** You have specified a COM port that either does not exist or is not set up properly in Windows. Check your COM port setting and make sure the **MindDrive** is plugged into the right COM port.

5. **Not enough disk space on the destination drive for installation**. You need to free up more hard drive space. Try deleting files.

6. **Co-processor is required.** Your computer is not meeting the minimum system requirements of the software.

7. **Sound card is not detected**. This may be displayed if the set up process did not

detect some of your sound card settings. Make sure you have a 100% Sound Blaster™ compatible card and the proper sound card software installed. Consult your sound card manual.

8. Internal Error #. Please note the error code and call Technical Support at 1 (800) 222-2363.

9. xxxMB XMS memory free required or Change config.sys and/or autoexec.bat and run setup program again. There isn't enough free extended memory to run the game. Try closing Windows, applications, running a memory management program, and consulting your DOS manual.

10. Not enough conventional memory. Try running a memory management program or consult your DOS manual. Do not use the MS Dos Prompt within Windows.

11. Windows is not supported. Exit Windows and install or run your application from DOS.

12. Mouse driver not loaded. See "Mouse Questions." You will need to load your mouse driver manually. At the **C:\>** prompt, type **cd mouse** and press **Enter**. Then type **mouse** and press **Enter**. Your mouse driver should now be loaded.

13. Invalid drive specification. You are attempting to install or run a program from a non-working or non-existent drive. Try another drive or check your disk drive connections.

XIII. FCC Statement

This equipment has been tested and found to comply with the limits for a Class D digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Shielded cables and I/O cords must be used for this equipment to comply with the relevant FCC regulations.

Changes or modifications not expressly approved in writing by The Other 90% Technologies, Inc. may void the user's authority to operate this equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

If all else fails, call Technical Support at 1(800) 222-2363.

Limited 90 Day Hardware Warranty

The Other 90% Technologies, Inc. warrants to the original purchaser that this MindDrive product (hardware, game discs, and accessories) shall be free from defects in material and workmanship for a period of ninety (90) days from the date of first purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, you must call 1 (800) 222-2363 to receive instructions to obtain repair/replacement services.

This MindDrive product is only designed to work with PC compatible computers with a minimum 486 or higher processor. This product is not designed to work with Apple compatible or any other kind of non-PC compatible computer. The above warranty shall not apply if this product: (a) is used with any peripherals either not sold or not licensed by The Other 90% Technologies, Inc. (including, but not limited to, non-licensed game enhancement devices, adapters, and power supply services); (b) is used for commercial purposes (including rental) or is modified or tampered with; (c) is damaged by negligence, accident, excessive wear and tear, unreasonable use, or by other causes unrelated to defective materials or workmanship; or (d) has had the serial number altered, defaced or removed. Use of the MindDrive product for any purpose other than Entertainment and/or Education is not authorized.

Limitations on Warranty

Unauthorized representations: The Other 90% Technologies, Inc. warrants only that the hardware will perform as described in the user documentation. No other advertising, description or representation, whether made by a The Other 90% Technologies, Inc. dealer, distributor, agent or employee, shall be binding upon The Other 90% Technologies, Inc. or shall change the terms of this warranty.

Implied warranties limited: Except as stated above, The Other 90% Technologies, Inc. makes no other warranty, express or implied, regarding this product. The Other 90% Technologies, Inc. disclaims any warranty that the hardware is fit for a particular purpose. Any implied warranty or merchantability shall be limited to the ninety (90) days duration. Any warranty is otherwise expressly and specifically disclaimed. Some states do not allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

The Other 90% Technologies, Inc. shall not be responsible for special, incidental, consequential or other damages, even if The Other 90% Technologies, Inc. is advised of or aware of the possibility of such damages. This means that The Other 90% Technologies, Inc. shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data or use of the hardware, or from any other cause. Any responsibility of The Other 90% Technologies, Inc. shall be limited to the replacement of the product, or if the product is no longer available, the cost of the product. In no event shall The Other 90% Technologies, Inc.'s liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusion may not apply to you. This copy of the product is intended for use in the country in which it was sold. This agreement is governed by the laws of the State of California.

Repairs After Expiration of Warranty

If your MindDrive requires repairs after termination of the 90-day warranty period, you may contact The Other 90% Technologies, Inc. Consumer Service Department at 1 (800) 222-2363. If the technician is unable to solve the problem by phone, the technician will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to The Other 90% Technologies, Inc.'s Service Center with an enclosed check or money order payable to The Other 90% Technologies, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your unit cannot be repaired, it will be returned to you and your estimated repair payment will be refunded.

The Other 90%™
TECHNOLOGIES, INC.

For Technical Support Call 1 (800) 222-2363

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